

CUBIT Capability Proposal

Technical Area

Geometry, Meshing, Infrastructure, GUI, Graphics, etc..

Geometry

Technical Lead

Cubit Developer in charge of technical area

Byron Hanks

MRD Description

Describe the capability in terms of how a user would see it.

Now only 1 transformation syntax

SRS Description

What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

Consolidate the 2 geometry transform commands into one:

Justification

Describe why this is important and what impact it will have if it is implemented. (or not implemented).

Eliminate confusion to the user.

Will be able to move merged geometry via its children.

body 1 move

move body 1.....

Currently the first form only accepts top-level entities. It is also able to move merged geometry, given that all merged geometry is included in the command.

The second form of the command accepts all types of entities (parents and children).

This command does not allow moving merged entities.

Resources

Who will work on this

Time estimate

How much time will it take in man-weeks

Targeted Release

10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)

Corey Ernst

2-3 weeks

10.2

Submitted By:

Corey Ernst

Date:

03/22/06